AUBURN ARTS COMMISSION

Regular Meeting Minutes November 20, 2013

The regular meeting of the Auburn Arts Commission opened at	Present
were Lee Buckingham, April Maynard Kaz Huette, Frank Ordaz, Tim Grayson Mike Holr Joyce Silva.	ns and
Public Comment : Joyce distributed flyers announcing a Craft Faire at the First Congreg Church on December 7, 2013	çational
Arts in Public Places:	
Introduction of New Applicant: The New Applicant changed her mind about joining so was no introduction. Lee encouraged members to spread the word.	there

Public Art Catalog and Data Base - Tim:

Auburn Placer Performing Arts Center – Mike

Forgotten Soldier Memorial Garden – Mike:

Old Business:

Mural Projects in General: Joyce is to research old minutes in the year 2000 concerning the easement for the mural *The Map of Auburn*. (Note: The minutes Joyce has only go back to 2009. April has the older minutes the research will be done at a later date.

Auburn Arts in the Park: It was agreed that if we wish to continue with Arts in the Park, we need to partner with another group. Lee suggested Placer Land Trust and will contact someone he knows in the group. General discussion followed.

Dancing Dog Mural: Mike advised that the Chamber of Commerce is moving in the adjacent building. Project Auburn is getting involved with many different ideas for the wall. Lee will discuss our involvement with the City Manager.

Art Walk:

City Hall Gallery: Mike announced that we have received \$200.00 from the Lincoln Hwy Association for the Juried art show on December 7. The reception will be Thursday, December 12 at which time a Certificate of Appreciation received from the Lincoln Hwy Association will be hung in the City Hall Gallery.

Review of Public Arts/Events:

Logo Contest:		
Commission Vacancies:		

New Business:

A special Brainstorming meeting was scheduled for December 3 at the Home of Caz - 863 Holly Hills Drive, Auburn.

A motion to adjourn was made by April and seconded by Lee.

Meeting adjourned at 6:13 pm Joyce Silva, Secretary